

LAST OUT™

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INSTRUCTION

1. QUICK START

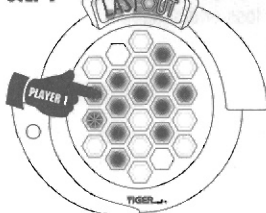
Welcome to LAST OUT, where the only rule to remember is "last out..you lose!".

Although we recommend reading through the instructions first, we understand you'll want to start playing LAST OUT right away. Here's how to get started quickly:

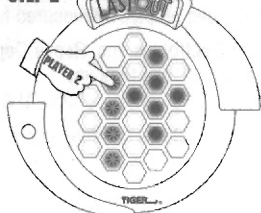
1. Turn the unit over and press the ON/OFF button to turn the unit on. Then flip LAST OUT face up and watch as it runs through the opening sequence, beeping and lighting each button in order.
2. When the opening sequence has finished, press the yellow "GO" button to begin the game (The default game is LAST OUT, 1 player only). A light will flash, indicating the level number of the puzzle you are about to attempt. Then the puzzle will appear.
3. Pick a row of buttons and press any number of lit buttons in that row. Each time you press a button, that button will begin flashing. When you have selected a number of buttons, press the GO button. All the buttons you selected will go dark. Your turn is over. Congratulations, this was your first move.
4. Now the computer will take its turn, turning off a number of buttons in a row.
5. Alternate turns with the computer, shutting out lights as you did in step 3.
6. To win, you must force the computer to turn off the last light. If the computer forces you to turn off the last light, you lose. In other words, LAST OUT, YOU LOSE!
7. Below is a "step-by-step" example of a game of LAST OUT. Each step represents a player's turn. (Player 1 takes the first move.)

PLAYER 1 VS PLAYER 2

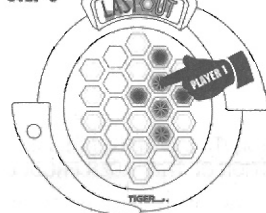
STEP 1



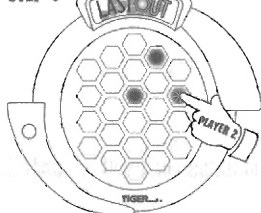
STEP 2



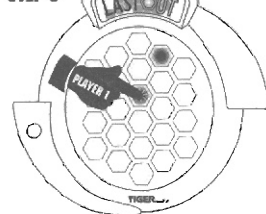
STEP 3



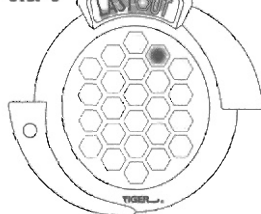
STEP 4



STEP 5



STEP 6



In the above example, player 2 was forced to turn out the last light, so player 2 loses (LAST OUT, YOU LOSE!)

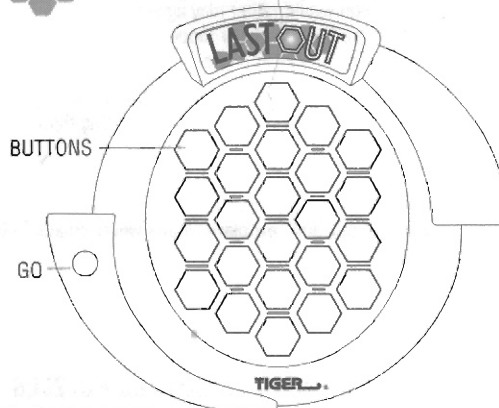
2. INTRODUCTION

Welcome to LAST OUT, the latest in the LIGHTS OUT family of games. LAST OUT is based upon a classic puzzle game with a simple premise: LAST OUT, YOU LOSE!

In LAST OUT, you take turns with your opponent, shutting out lights on the board. The player who turns out the last light on the board loses the game, so you've got to think several moves ahead and force your opponent to turn out that last light.

LAST OUT has 3 different modes of play built-in, for one or two players. With over 40 pre-programmed puzzles and hundreds of random puzzles, LAST OUT is a challenge for even the best puzzlers!

3. THE LAST OUT GAME UNIT

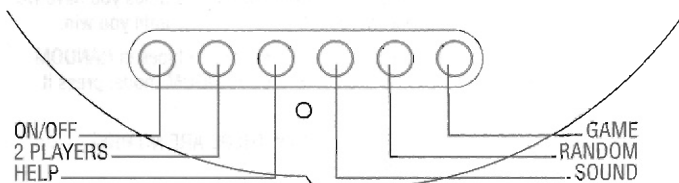


BUTTONS

Pressing a lit button will cause it to flash.

GO

Press the GO button to turn out all the flashing buttons you just selected and end your turn.



ON/OFF

To turn the game on or off. When the game is turned on, you will see the opening sequence: Each button will beep and light in a spiral to the center.

PLAYERS

To choose one or two players.

HELP

Use this button to get help on the first move of each puzzle (one-player games only). The computer will select your first move for you; press GO to confirm the selection.

SOUND

To turn the sound on or off.

RANDOM

To select the random mode.

GAME

To select game: LAST OUT, TAKE 3, PICK 3

To restart a game that is already in progress

BATTERY DOOR

Insert 3 "AA"/LR6 batteries. To save batteries, your game will automatically shut off after 3 minutes of non-use.

4. OBJECT OF THE GAME

LAST OUT has 3 different modes of play, but the object of each game is essentially the same

You alternate turns with your opponent (human or computer), selecting lit buttons and turning them off. The player who turns off the last light loses the game. The different game modes each have different rules for which lights you may select:

LAST OUT:

You may select any number of consecutive lights in a single vertical row. You must select lights from one end of the row, either the top or the bottom, but you may never select lights from the middle of a row.

TAKE 3:

You may select 1, 2, or 3 lights in a single vertical row, from either end (but never from the middle).

PICK 3:

You may select 1, 2, or 3 lights, anywhere on the board, even from the middle of a row.

When you press a button to select it, that button will begin flashing. Press the "GO" button to confirm your selection and end your turn. All the buttons you selected will then go dark, and your opponent may take his turn.

Be careful! Once you select a button, there is no way to take your move back. If you make an illegal selection, you will hear a warning beep and you will not be able to make that selection. Simply choose a different button and continue your turn

5. HOW TO PLAY

1. TURN ON THE UNIT

The ON/OFF button is located on the back of the game. Press this button once to turn on the game; press it again to turn the game off. Your game will also shut off automatically after 3 minutes of non-use to conserve batteries.

2. SELECT NUMBER OF PLAYERS

LAST OUT is automatically set up for one-player mode, where the computer serves as your opponent. If you would rather play against a friend, press the 2-PLAYER button to set the game for two-player mode. If you press the 2-PLAYER button again, you will return to one-player mode.

On the right side of the game grid, you'll see a button light up. If you press the 2-player button, the light below it will light up. These two lights represent your "player lights". When Player 1 wins a game, the top light will be lit. When player 2 wins, you guessed it, the light below it will light up.

In two-player mode, the game will randomly determine who goes first. At the beginning of each puzzle, the one and two-player lights will flash alternately. The player whose light is lit last gets to go first.

3. SELECT GAME

Press the GAME button to switch between the three different puzzle types: LAST OUT, TAKE-3, and PICK-3.

4. CHOOSE RANDOM OR PRE-PROGRAMMED PUZZLES

Your LAST OUT game is pre-programmed with 24 different puzzles for game modes 1 and 2 (48 puzzles total), and randomly generated puzzles for mode 3. When you begin a pre-programmed game, the game board will light button #1 to indicate that you are on puzzle #1. Each time you win a game, the next puzzle # will be displayed—so you will always know how many puzzles you have won. If you lose a game, you will have to repeat the same puzzle until you win.

However, if you choose, you may play any of the 3 puzzle types in RANDOM mode. Press the RANDOM button once to turn on RANDOM mode; press it again to turn it off.

NOTE: MODE 3 HAS RANDOM PUZZLES ONLY. THERE ARE NO PRE-PROGRAMMED PUZZLES IN MODE 3.

5. GO!

Once you have selected the number of players and the game you wish to play, press the GO button (the yellow button on the front of the game). The puzzle number will flash, then the first puzzle will be displayed. Have fun, and remember: LAST OUT, YOU LOSE!

6. HELP!

LAST OUT has a HELP feature that may come in handy when you're stumped. In any puzzle, if you need to figure out the best possible "first move", press the HELP button. The computer will show you the most logical lights to shut off first, then you need to press the GO button to make it happen. The HELP feature can not be used after you have already made a move, only for the first move of a puzzle.

7. SPECIAL INFO

To get even more out of your LAST OUT game, we have some helpful suggestions. In MODE 3 (PICK 3), you can add your own rules to a 2 player game. These are not built in games, they depend on rules that you (the player) create. They are not as fun if you don't follow the "honor system", with both players obeying the rules. Try some of the following to add new challenges to the game:

RULE 1 - Only select adjacent lights (lights that are directly next to each other). You can still shut out up to lights 3 at a time, but this rule makes the game even more challenging.

RULE 2 - Only shut out lights in a row. You can select lights from the middle of the row, but only up to 3 lights.

Now, good luck! And don't be the LAST OUT!

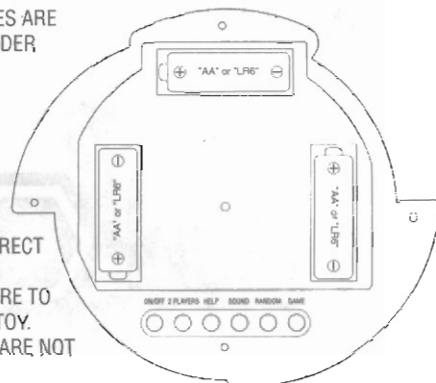
6. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover upward.) Insert 3 "AA"/LR6 batteries or equivalent (not included), making sure to align "+" and "-" as shown.

TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).

- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



7. DEFECT AND DAMAGE

If a part of your Last Out is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronic Toys, Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

8. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$12.50. Payments must be by check or money order payable to Tiger Electronics, Inc. The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product. All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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